

Introduction to coding with R

Part I

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04/12/2022

Data structures in R

- Vectors
- Matrices
- Data frames
- Lists
- Functions

Vectors

Creating a vector

Using the assignment operator

For one value

```
my_vector <- 10
my_vector <- "a"</pre>
```

Using the combine function

For two or more values

```
my_vector <- c(1,10,25,30)
my_vector

## [1] 1 10 25 30

my_vector <- c("a","b","c")
my_vector

## [1] "a" "b" "c"</pre>
```

Using the seq() function

```
my_vector <- seq(1:10)
my_vector

## [1] 1 2 3 4 5 6 7 8 9 10

my_vector <- seq(from = 0, to = 10, by = 2)
my_vector
## [1] 0 2 4 6 8 10</pre>
```

Vector features

• Vectors have only one dimension (length)

```
my_vector <- c(1,2,3,4)
length(my_vector)</pre>
```

```
## [1] 4
```

- All vector components must be the same type
 - Numeric
 - Integer
 - o Double
 - Character
 - Factor
 - o Logical

• Numeric

```
x_num <- c(1, 2, 3)
class(x_num)</pre>
```

```
## [1] "numeric"
```

• Integer

```
x_int <- c(1L, 2L, 3L)
class(x_int)</pre>
```

```
## [1] "integer"
```

• Double

```
x_dbl <- c(1, 2.5, 3.1)
typeof(x_dbl)</pre>
```

```
## [1] "double"
```

• Character

```
x_chr <- c("a", "b", "c")
class(x_chr)</pre>
```

```
## [1] "character"
```

• Factor

```
x_fct <- factor("a","b","c")
class(x_fct)</pre>
```

```
## [1] "factor"
```

• Logical

```
x_log <- c(TRUE, FALSE, TRUE)
class(x_log)</pre>
```

```
## [1] "logical"
```

• R finds a way to unify data type when there is more than one per vector

```
x <- c(1, "a", TRUE)
x

## [1] "1"  "a"  "TRUE"

class(x)

## [1] "character"</pre>
```

Missing values

• NA

```
x <- c(1, "a", TRUE, NA)
x
```

```
## [1] "1" "a" "TRUE" NA
```

• NaN

```
x <- c(10, -1, NA) log(x)
```

[1] 2.302585 NaN NA

How to access vector elements?

Using integer as index

Vector index in R starts from 1

```
x <- c(1,2,3,4,5)
x

## [1] 1 2 3 4 5

x[3] # Extract the third element

## [1] 3</pre>
```

```
x < -c(1,2,3,4,5)
# Extract index from 3 to 5
x[3:5]
## [1] 3 4 5
x <- c("a", "b", "c", "d", "e")
# Extract index 2 and 5
x[c(2,5)]
## [1] "b" "e"
```

Using the name as index

```
\times < - c(1,3,10)
names(x)
## NULL
x < -c ("first" = 1, "second" = 3, "third" = 1
X
## first second third
## 1 3 10
names(x)
## [1] "first" "second" "third"
```

```
x < -c(1,3,10)
names(x) <- c("first", "second", "third")</pre>
X
## first second third
## 1 3 10
x["second"]
## second
## 3
x[c("first","third")]
## first third
## 1 10
```

Using logical evaluation as index

```
x < - seq(1:10)
X
## [1] 1 2 3 4 5 6 7 8 9 10
x < 5
## [1] TRUE TRUE TRUE TRUE FALSE FALSE FALSE
x[x < 5]
## [1] 1 2 3 4
```

```
x <- c("a", "a", "b", "c", "c", "c")
x == "c"

## [1] FALSE FALSE FALSE TRUE TRUE

x[x == "c"]

## [1] "c" "c" "c"</pre>
```

Excercise

Using the vector:

```
fruits <- c("apples" = 1, "cherries" = 10 ,
```

Extract the number of cherries using 1) the integer index, 2) the name, and 3) a logical evaluation

How to modify a vector?

• Adding a new element

```
x <- c("a","b","c")
x

## [1] "a" "b" "c"

x[4] <- "d"
x

## [1] "a" "b" "c" "d"</pre>
```

• Removing an element

```
X
## [1] "a" "b" "c" "d"
x[-2]
## [1] "a" "c" "d"
x < -x[-2]
X
## [1] "a" "c" "d"
```

• Replacing an element

```
X
## [1] "a" "c" "d"
x[x == "d"] <- "e"
X
## [1] "a" "c" "e"
x[1] <- "m"
X
## [1] "m" "c" "e"
```

• Selecting and replacing elements using negative conditional

```
x <- c("a", "a", "b", "c", "c", "c")
x[x != "c"]

## [1] "a" "a" "b"

x[x != "c"] <- "e"
x

## [1] "e" "e" "e" "c" "c" "c"</pre>
```

Excercise

Using the vector:

```
fruits <- c("apples" = 1, "cherries" = 10 , '</pre>
```

- Add a new fruit to the vector
- Select all fruits with values bigger than 5
- Replace the apples number

Operations with vectors

Arithmetic operations

```
x < -c(1,2,3,4,5)
x + 1
## [1] 2 3 4 5 6
x*3
## [1] 3 6 9 12 15
log10(x)
```

[1] 0.0000000 0.3010300 0.4771213 0.6020600 0.69897

Operations between vectors

```
x < -c(1,2,3,4,5)
y < -c(6,7,8,9,10)
x + y
## [1] 7 9 11 13 15
x < -c(1,2,3,4,5)
y < -c(1,2)
X + \Lambda
## Warning in x + y: longer object length is not a mul
## length
```

[1] 2 4 4 6 6

Matrices

Creating a matrix

Matrices are objects with elements arranged in a two-dimensional layout.

```
matrix(data = 1:12, nrow = 4, ncol = 3)

## [1,1] [,2] [,3]
## [1,] 1 5 9
## [2,] 2 6 10
## [3,] 3 7 11
## [4,] 4 8 12
```

By deafult, elements are arranged by column

Arranging the matrix by row

Properties of matrices

• nrow

```
my_matrix <- matrix(data = 1:12, nrow = 4, no
nrow(my_matrix)
```

```
## [1] 4
```

• ncol

```
ncol(my_matrix)
```

```
## [1] 3
```

• dim

```
dim(my_matrix)
```

```
## [1] 4 3
```

• rownames

```
rownames(my_matrix)
```

```
## NULL
```

• colnames

```
colnames(my_matrix)
```

NULL

Assigning rownames and colnames

```
rownames(my_matrix) <- c("A", "B", "C", "D")
colnames(my_matrix) <- c("a", "b", "c")

my_matrix</pre>
```

```
## A 1 5 9
## B 2 6 10
## C 3 7 11
## D 4 8 12
```

How to access matrix elements?

Using row and column index

Syntaxis: matrix[row,column]

```
my_matrix

## a b c
## A 1 5 9
## B 2 6 10
## C 3 7 11
## D 4 8 12
my_matrix[2,3]
```

[1] 10

Select rows 1 to 2 from column 3

```
my_matrix[1:2,3]
## A B
## 9 10
```

Select rows 1 to 2 from columns 2 to 3

```
my_matrix[1:2,2:3]
## b c
## A 5 9
## B 6 10
```

Select all rows from column 2

```
my_matrix[,2]
## A B C D
## 5 6 7 8
```

Select all columns from row 2

```
my_matrix[2,]
## a b c
## 2 6 10
```

Operations with matrices

Arithmetic operations

```
my matrix + 10
## a b c
## A 11 15 19
## B 12 16 20
## C 13 17 21
## D 14 18 22
my matrix * 2
## a b c
## A 2 10 18
## B 4 12 20
## C 6 14 22
## D 8 16 24
```

Operations with matrices

```
matrix1 \leftarrow matrix(1:6, nrow = 2, ncol = 3)
matrix2 \leftarrow matrix(7:12, nrow = 2, ncol = 3)
                      matrix1 + matrix2
matrix1
## [,1] [,2] [,3] ## [,1] [,2] [,3]
## [1,] 1 3 5 ## [1,] 8 12 16
## [2,] 2 4 6 ## [2,] 10 14 18
matrix2
```

```
## [,1] [,2] [,3]
## [1,] 7 9 11
## [2,] 8 10 12
```

Thanks!



Ilustration by Allison Horst